

MULTIMEDIA



UNIVERSITY

STUDENT ID NO

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MULTIMEDIA UNIVERSITY

FINAL EXAMINATION

TRIMESTER 1, 2019/2020

MVR 2013 – BEHAVIOURAL MODELLING

(All sections / Groups)

15 OCTOBER 2019
09.00 a.m - 11.00 a.m
(2 Hours)

INSTRUCTIONS TO STUDENTS

1. This Question paper consists of 5 pages with 10 objective questions and 12 subjective questions only.
2. Answer **ALL** questions in section **A** and **C**. Answer **FIVE** out of **SEVEN** question in section **B**. All questions carry equal marks and the distribution of the marks for each question is given.
3. Please write all your answers in the Answer Booklet provided.

Section A**Objective Questions****(Total: 10 Marks)**

1. What is the use of **Rigidbody**?
 - A. To create movement
 - B. To create realistic motions
 - C. To create beautiful scene
 - D. To make gameObject more interesting
2. What is the term for a **2D image** that always **faces** the Camera?
 - A. LookAt
 - B. Billboard
 - C. Canvas
 - D. Deferred
3. What does **UI** stand for?
 - A. User Information
 - B. User Interface
 - C. User Interaction
 - D. User Index
4. Which one of these functions **not** include in Unity3D?
 - A. OnCollisionIn
 - B. OnTriggerStay
 - C. OnTriggerEnter
 - D. OnCollisionExit
5. How can you define a **Player GameObject** in C# to see it in inspector?
 - A. Private GameObject Player;
 - B. GameObject Player;
 - C. Access GameObject Player;
 - D. Public GameObject Player;
6. Which of these are the correct way to write the script in order to **Active** the GameObject?
 - A. NameGameObject.SetActive ("true");
 - B. NameGameObject.SetActive (true);
 - C. NameGameObject.SetActive < true >();
 - D. NameGameObject.SetActive=true;

Continued

7. Which one of these virtual axes represents the Mouse's **Right Click**?
- A. Mouse 0
 - B. Mouse 1
 - C. Mouse 2
 - D. Mouse 3
8. Which of these lines will cause an **Error** that will make it unable to Play?
- A. Void start () {}
 - B. Private GameObject gameObjectGO;
 - C. GetComponent<"MyScript">;
 - D. Void Update() {}
9. When does the function OnCollisionExit () runs in the game?
- A. When the collider has detecting another collider
 - B. When the collider other touch the trigger
 - C. When the collider has stop touching another collider
 - D. When the collider other exits the trigger
10. Which one of these lines will cause an Error that will make it unable to PLAY?
- A. public GameObject nameObject;
 - B. private Rigidbody rb;
 - C. public int score = 0;
 - D. public float speed = 10.5;

Continued

Section B**Subjective Questions****Answer any 5 (FIVE) questions ONLY.****(Total: 10 Marks)**

1. Describe what is Skyboxes of Unity3D?
(2 Marks)
2. Explain the relationship between textures, shaders, and materials?
(2 Marks)
3. In Unity3D, how can you hide game object using script?
(2 Marks)
4. List down 4 file formats that Unity support for 3D models?
(2 Marks)
5. Explain what is Prefabs in Unity 3D?
(2 Marks)
6. What sorts of things are raycasts useful for?
(2 Marks)
7. Can two GameObjects, each with only a sphere collider, both set as trigger and raise OnTrigger events? Explain your answer?
(2 Marks)

Continued

Section C**Subjective Questions****(Total: 20 Marks)****Answer all questions.****Write down C# Scripts for the following actions:**

1. Player will add 1 coin every time it collides with coin object.
(2 Marks)
2. Moves a GameObject point location in a straight line towards a target point (MoveTowards).
(3 Marks)
3. Moves a GameObject transform using the keyboard input right, left, up and down.
(4 Marks)
4. Shooting projectiles/bullets in the direction you are looking.
(5 Marks)
5. Player will lose 0.1 health point every time it's collider enters the trigger of an enemy. Player full health is 1, and if it reaches 0, turn on a canvas game over and play the game over sound.
(6 Marks)

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